

FIG 1

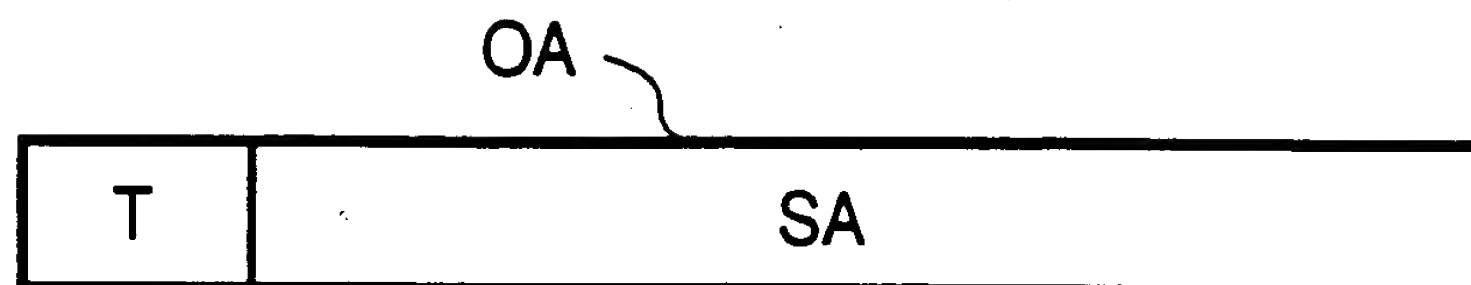


FIG 2

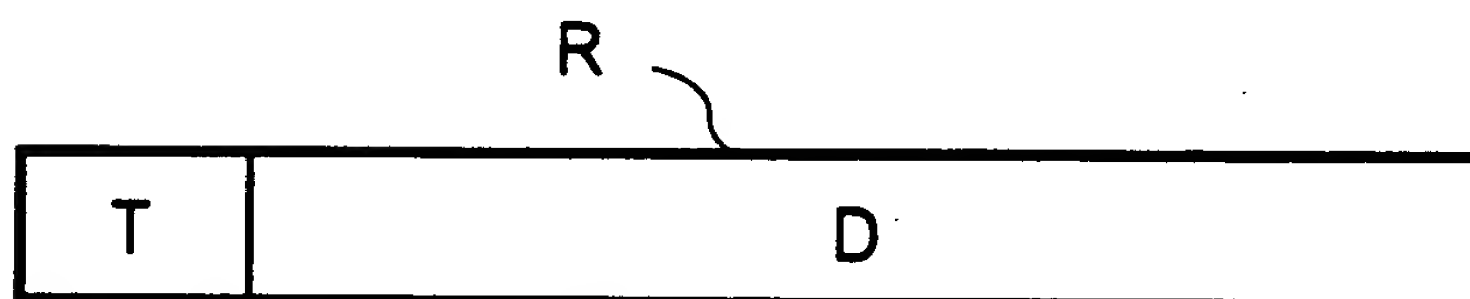


FIG 3

Type 3 Bit	Register Data 32 Bit		
0	Data/ Code Address 32 Bit		
1	Type 3 Bit	Memory Address 29 Bit	
2			Data
3			T Data
4			Data
5			T Data
6	Data		
7	T	Data	

36 Bit Register:

Address:

Object Address:

unsigned Character:

signed Character:

unsigned Integer:

signed Integer:

signed long Integer:

signed long Integer:

FIG 4

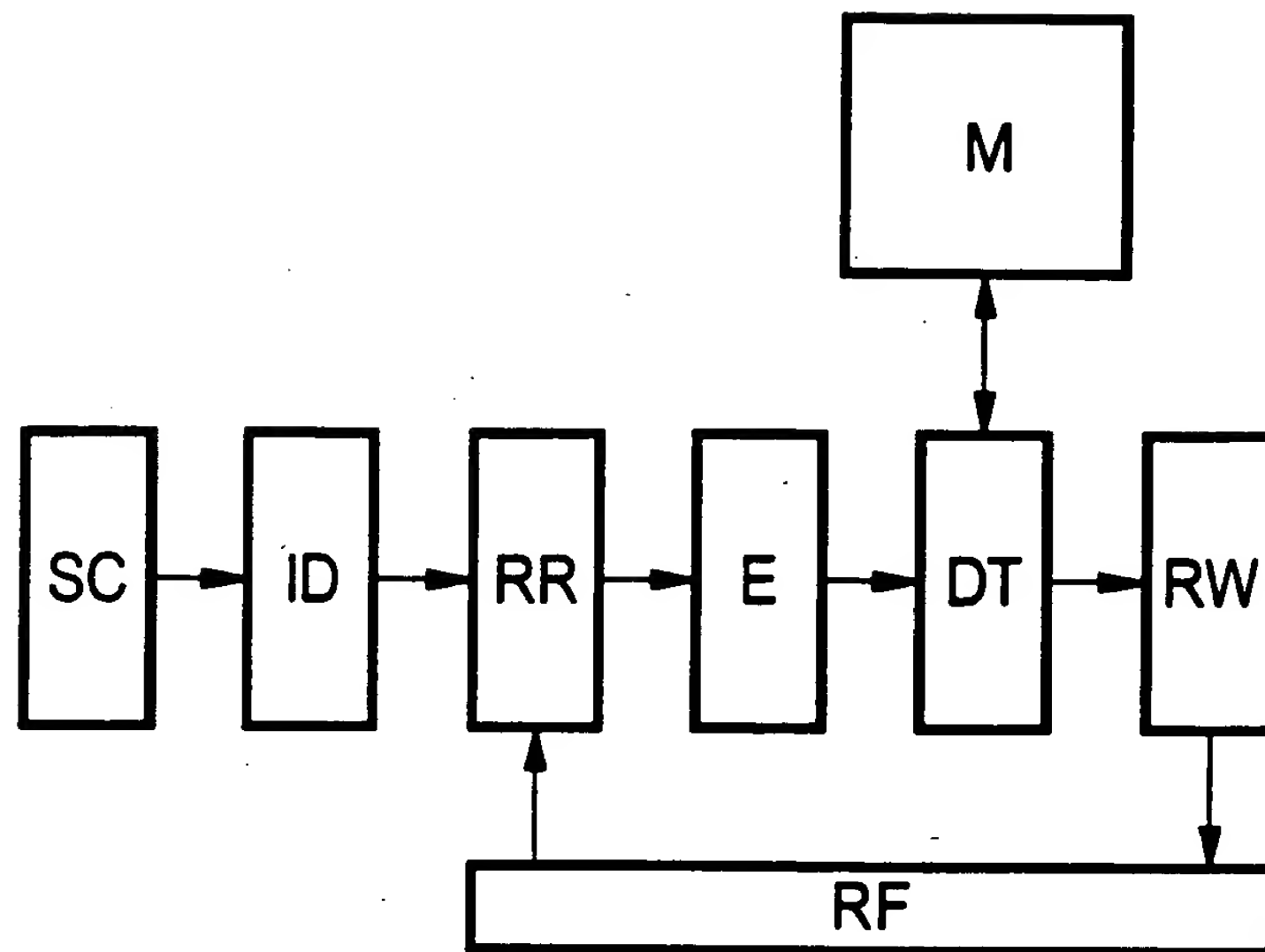


FIG 5

